

Abstract of the Invention

Methods and systems for administering and playing a multi-player computer game are disclosed. During the multi-player computer game, players are either identified as a predator or as prey. The predator players attempt to catch the prey, and the prey-players attempt to evade the predator(s). When a prey is caught, the caught prey becomes an additional predator. During game play, predator players' display screens may display a directional arrow indicating the direction of the closest prey, and may also display a map indicating a position of each remaining prey. Predators may be displayed on each participants display screen with a first graphically depicted appearance (e.g., a police car), while prey may be depicted having a second graphically depicted appearance (e.g., a sports car). The game ends when no prey remain, and the last caught prey is the winner.